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(71) Applicant and
(72) Inventor: GUHA, Dwipendra, Nath [IN/IN]; 50-B, Turf Road, Calcutta 700 025 (IN).

(74) Agent: MAJUMDAR, S.; S. Majumbar & Co., 5, Harish Mukherjee Road, Kolkata 700 025 (IN).

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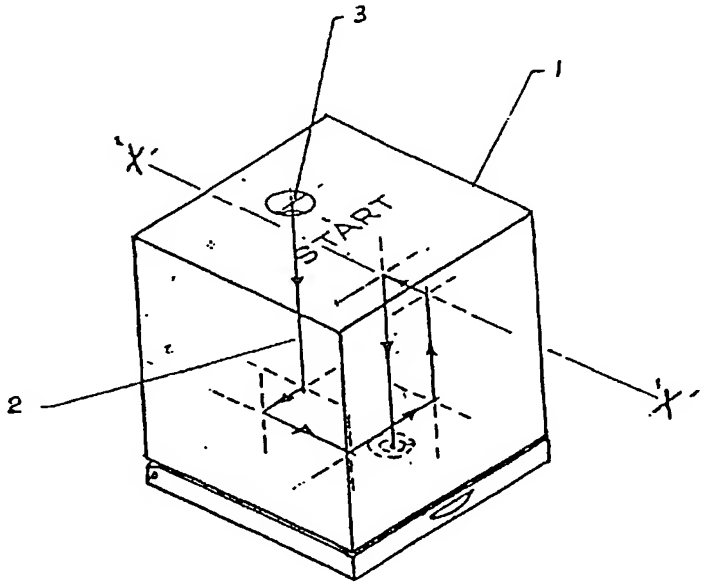
(54) Title: THREE-DIMENSIONAL MAZE GAME




(57) Abstract: A three-dimensional maze game in the form of a hand-held toy. The hand held toy is in the form of a cube (1). The toy comprises a substantially cubic non-transparent body containing a plurality of intersecting pathways for an object and an entrance aperture and single/multiple exit apertures connecting the pathways wherein each intersection formed by the intersecting pathways is provided with means to bring the object to rest till the toy is tilted and the object follows a vertical pathway that is defined by the tilting of the toy. The object is inserted into an entry point (3) in the toy and the player has to bring the object out through an exit point (9) by following a fixed number of steps in turning the toy. The challenge is to find the correct sequence of turns and considerable amount (1) of mental dexterity is required for the purpose.

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## AMENDED CLAIMS

[received by the International Bureau on 07 May 2004 (07.05.04);
original claim 1 replaced by new claim 1; remaining claims unchanged (2 pages)]

1. A three-dimensional maze game in the form of a hand-held toy comprising:

a substantially cubic non-transparent body containing a plurality of intersecting pathways of varying lengths for an object and

an entrance aperture and one or more exit apertures connecting the pathways

wherein each intersection formed by the said intersecting pathways is provided with means to bring the said object to rest till the toy is tilted and the object follows a vertical pathway that is defined by the tilting of the toy and

wherein at least one or more pathways lead to at least a blind pathway.

2. A three-dimensional maze game according to claim 1, wherein the said means is a substantially conical/cuboidal cavity.

3. A three-dimensional maze game according to claim 2, wherein the said cavity faces the pathway leading to the entrance aperture.

4. A three-dimensional maze game according to claim 1, wherein each said pathway leads to three blind pathways and two other pathways leading to the next intersection.

5. A three-dimensional maze game according to claim 1, wherein the pathways are moulded inside the body.

6. A three-dimensional maze game according to claim 1, wherein the said body comprises an entrance aperture and a single exit aperture.

## STATEMENT UNDER ARTICLE 19 (1)

The applicant wishes to clarify that there are multiple points of difference between maze game of the present invention and the puzzle device taught in WO 92/19338. Such differences are in the form of both constructional and conceptual so that the challenge thrown and the physical/mental dexterity required to solve the game is vastly different. The critical differences are described as under.

1) The maze game of the present invention comprises intersecting pathways while the puzzle device of WO 92/19338 is formed of plurality of chambers with openings therebetween such that a passage is defined from the starting point through the chambers to an end chamber.

2) Since the puzzle device of WO 92/19338 is formed of unit chambers, the object moves through the same distance in every step and it is not possible to provide varying pathways for the object to travel in each step of the game. On the contrary, the pathways of the maze game of the present invention may be of varying lengths thereby providing bigger challenge to the player in formulating the strategy for solving the game. Claim 1 has now been amended to define this feature which is apparent from the accompanying drawings.

3) It is possible to provide blind pathways in the maze game of the present invention by way of which substantial mental dexterity is required and it is also possible to vary the complexity of the game by selection of the number of such blind pathways. Claim 1 has now been amended by incorporating this feature. Support is found under detailed description in pages 6 and 7 as well as the accompanying drawings. A preferred number of blind pathways is also defined in subclaim 4

4) In playing the puzzle device of WO 92/19338, the challenge is not in reaching from start to finish chamber, but to achieve this feat by minimum time and terms. On the contrary, in the present invention, the object will be lost in a blind pathway if the object is not turned in correct sequence and the game has to be restarted all over again.

5) In the puzzle device of WO 92/19338 the end chamber becomes the start chamber for the next round of game while in the present invention the start and exit apertures are not interchangeable.

6) The maze game of the present invention may have more than one exit apertures compared to the puzzle device of WO 92/19338 which has only one end chamber. Claim 1 has been amended to further clarify this feature.

7) The puzzle device of WO 92/19338 does not comprise any means to bring the object to rest till the toy is tilted.